

01-T2 - Minecraft Game Mode

CS 4850 – Section 03 – Spring 2025, January 15th

Professor Sharon Perry

				
Ashley Ahn Design	Matthew Elledge Programmer	AnnaGrace Gwee Design	Bryan Nguyen Team Lead Documentation	Logan Slicker Programmer

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Ashley Ahn	Design	(404) 953-1062	Ashleyahn.30@gmail.com
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Logan Slicker	Programming	(404) 983-0209	Lslicker24@gmail.com
Sharon Perry	Project Advisor	(470) 555-1212	Sperry46@kennesaw.edu
Norman Reid	Sponsor	(470) 578-5931	Nreid10@kennesaw.edu

Collaboration Tools:

Communication	—	Discord, Microsoft Teams, Email, Cellphones
Collaboration	—	Github, Discord, Microsoft Teams
Version Control	—	GitHub

Overview:

KSU Esports hosts an official KSU Minecraft server with over 580 members. The server team hosts game nights and various events, while also updating the Minecraft server. Our objective is to create a new game mode for the Minecraft server utilizing Paper API that runs asynchronous, has an easy-to-use UI, can be maintained after our completion, and most importantly, is enjoyable for the players of the server. Throughout the semester, we will be running playtests, bug testing, and updating our GitHub project on a weekly basis.

Currently, we are planning on implementing a game mode inspired by Bloons Tower Defense 6, which may change based on the sponsor's response to our pitch.

Platform:

Minecraft Game Mode development will be written in Java with IntelliJ, IntelliJ Minecraft Development Plugin, and Paper API.

IntelliJ is an integrated development environment developed by JetBrains that allows the development of Java, Kotlin, and other Java-virtual-machine-based languages. IntelliJ Minecraft Development Plugin provides support for Java Minecraft modding and plugin development platforms, such as Bukkit, Spigot, and Paper. Paper API is a Minecraft game server building upon Spigot, allowing Minecraft modders to develop plugins for their servers.

Project Deliverables:

- Team/Project Selection Document (Individual Assignment)
- Weekly Activity Reports (WARs – Individual Assignment)
- Team Status Report (TSR – Group Assignment)
- Peer Reviews (Individual Assignment)
- Project Plan (Group Assignment)
- Milestone 1 (Initial Planning & Setup)
- SRS, SDD, STP, & Dev Doc (Group Assignment)
- Milestone 2 (Functional/Working Project)
- Prototype Presentation for Peer Reviews (Group Assignment)
- Milestone 3 (Final Presentation with Documentation)
- Final Report Package (Group Assignment)
 - Final Report (Group Assignment)
 - Source Code (Group Assignment)
 - Website (Group Assignment)
 - Video Demo (Group Assignment)
 - Minecraft Game Mode
- C-Day Application/Submission (April 22nd)

STATEMENT OF PARTICIPATION (All team members must sign this, and scan it into document)

By signing below, I, Bryan Nguyen (Print name clearly) acknowledge that I will participate in all meetings, communications, deliverables and other tasks necessary to complete the project. If I do not participate, I understand that Professor Perry will meet with me to remedy the situation.

AG // Name *Anna Grace* Date: 2025, Jan 15th
Team Member

AA // Name *Ashley Ahn* Date: 2025, Jan 15th
Team Member

ME // Name *Matthew Elledge* Date: 2025, Jan 15th
Team Member

BN // Name *Bryan Nguyen* Date: 2025, Jan 15th
Team Member

LS // Name *Leann Hilber* Date: 2025, Jan 15th
Team Member